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Marcus

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[54] SYSTEM FOR AUTOMATED GENERATION OF MEDIA

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[57] ABSTRACT

A system and method for creating audiovisual programming has media elements, such as audiovisual clips, stored in a library. A database contains selected information about each of the media elements. The stored information in the database does not dictate the temporal sequence of the media elements. Media elements are selected in response to a request for media programming, and arranged in a temporal organization. A user does not select the individual media elements or their temporal organization. Transitions between audiovisual clips are determined by the system based on information stored in the database and predetermined preferences as to types of transitions. Transition information includes a variety of possible transition points in an individual clip, capable of selection by the system. Separate transitions for the audio and video portions of audiovisual clips may be provided. For unique media programming, a unique sequence of cues may be included within the program for use in verification of viewing and comprehension. Upon completion of the selection of the media elements, the sequence, and the transitions, the media elements are assembled into a media program, such as a video tape.

41 Claims, 7 Drawing Sheets

